

Light Infantry Sergeant Graf 107pts

Charmed, Sole Survivor, Weapon Master

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	3k2	3k3	6"	4		12"	2k2	-	-
						Spectralite Laser Pistol				
						<i>Highly Accurate</i>				
						Spectralite Laser Pistol	12"	2k2	-	-
						Crockett Vibrosword	-	3k2	-	-
						<i>Parry Weapon</i>				

Light Infantry Corporal Sinclair 70pts

Chain of Command

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	3k2	3k3	5"	2		12"	2k2	-	-
						Spectralite Laser Pistol				
						Crockett Vibrosword	-	3k2	-	-
						<i>Parry Weapon</i>				

Light Infantry Gunner 67pts

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	2k2	3k3	-	-		18"	3k3	2x	Ex
						Richter II Grenade Launcher				
						Crockett Vibroknife	-	2k2	-	-

Light Infantry Gunner 67pts

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	2k2	3k3	-	-		24"	3k3	2x	Bu
						Dragonstar Lite Heat Gun				
						Crockett Vibroknife	-	2k2	-	-

Light Infantry Gunner 96pts

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	2k2	3k3	-	-		18"	4k3	3x	Bu
						Dragonstar Flamethrower				
						<i>Immolation</i>				
						Crockett Vibroknife	-	2k2	-	-

Light Infantry Gunner 119pts

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	2k2	3k3	-	-		30"	4k4	3x	Ex
						Richter IV Rocket Launcher				
						<i>Armor Piercing, High Explosive</i>				
						Crockett Vibroknife	-	2k2	-	-

Light Infantry Trooper 69pts

Sniper

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	2k2	3k3	-	-		24"	2k2	-	-
						Spectralite Laser Rifle				
						<i>Sniper Scope</i>				
						Crockett Vibroknife	-	2k2	-	-

Light Infantry Trooper (x5) 54pts each

T	Mv	Df	Mn	CR	HP		R	AV	AE	AET
T	9"	2k2	3k3	-	-		24"	2k2	-	-
						Spectralite Laser Rifle				
						Crockett Vibroknife	-	2k2	-	-

Unit Tweaks

Well Trained, Fighters to the End

Unit Total 900pts

Graf's Grizzlies, Light Infantry Squad

Competent, yet expendable troops. The Megacoms consider every resource carefully before expenditure, but if they have to lose troopers, management prefers that the casualties are Light Infantry. In this way, the Light Infantry acts as a mobile and deadly boot camp, training soldiers destined to become Tac Troopers on the field of battle.

The figures in this box are modeled after the famous Graf's Grizzlies, a Light Infantry squad from the 37th Mobile Task Force of Ultratech's Shock Force, based out of Fire Base Wainwright. Sergeant Graf is a fifteen year veteran of the Light Infantry, unusual because he has passed up promotion to Tac Sergeant every year since he began. Eight years ago, Corporal Sinclair joined Graf's Grizzlies as a private, but was quickly promoted. He has remained by Sergeant Graf's side ever since. His ability to acquire equipment through unusual channels has kept the Grizzlies as well-equipped as any unit in the Light Infantry. Play the unit as they are usually deployed or adapt it to your force however you like.

Game Notes

This boxed set introduces the existence of a more advanced Corporal into the Light Infantry. Most Light Infantry units have a Corporal, but their impact on the unit's capabilities is not enough to use different characteristics from a regular trooper. Corporal Sinclair is a notable exception, due to his experience.

Also attributable to Corporal Sinclair's influence, you will notice that this unit is allowed four Gunners instead of the usual three. These two changes are only for this unit when deployed as written. If you want to play these figures as standard Light Infantry, we recommend you split the group into two smaller squads.